

Fig. 1

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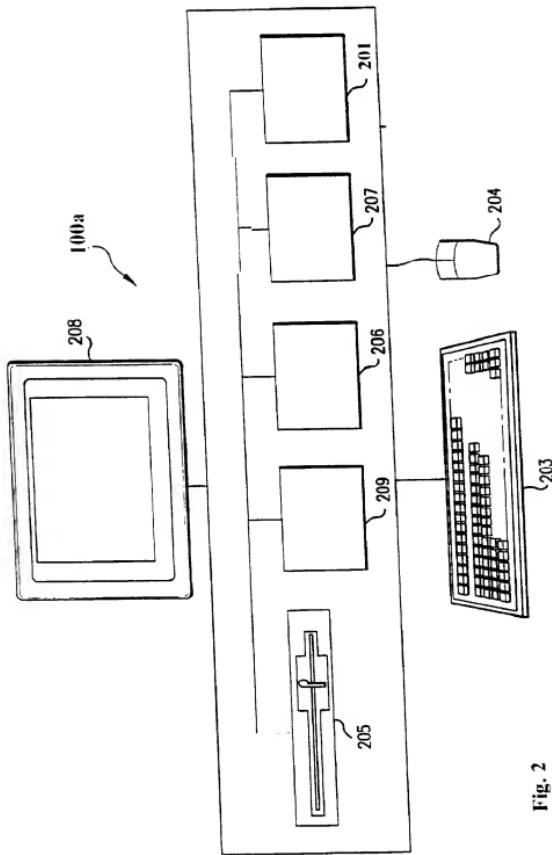


Fig. 2

# SOLOTA'S STATEMENT

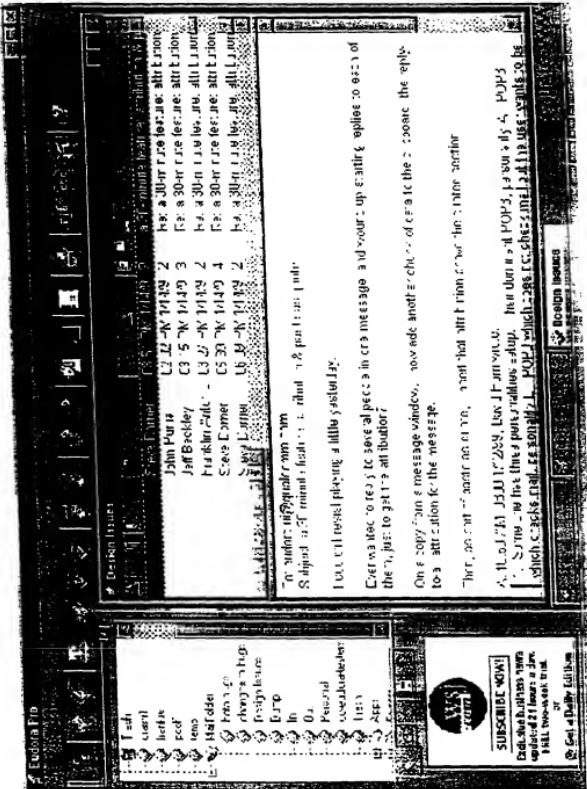


Fig. 3A

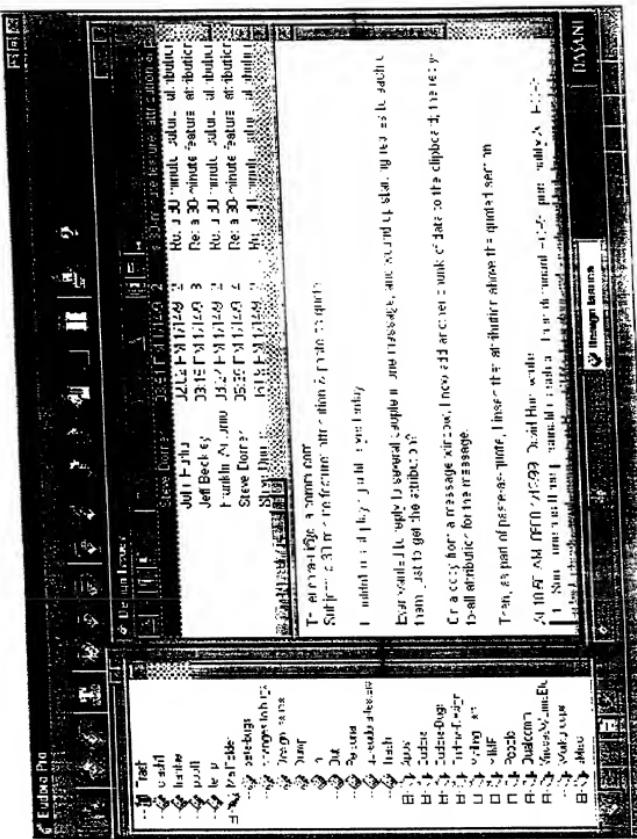


Fig. 3B.

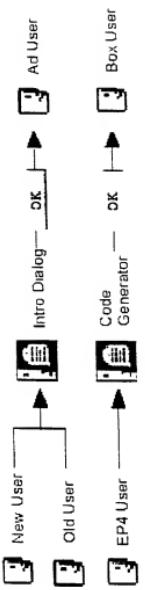


Fig. 4A

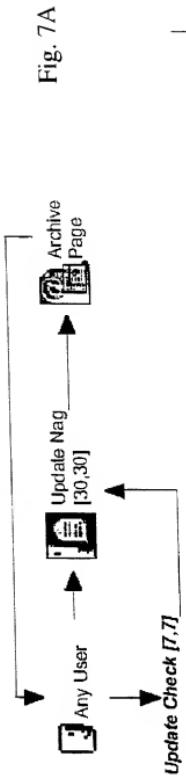


Fig. 7A

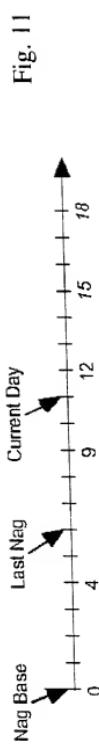


Fig. 11

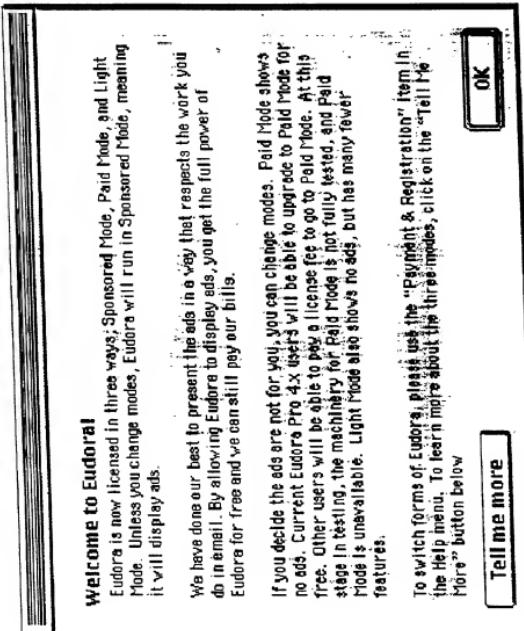


Fig. 4B

## Design Patterns

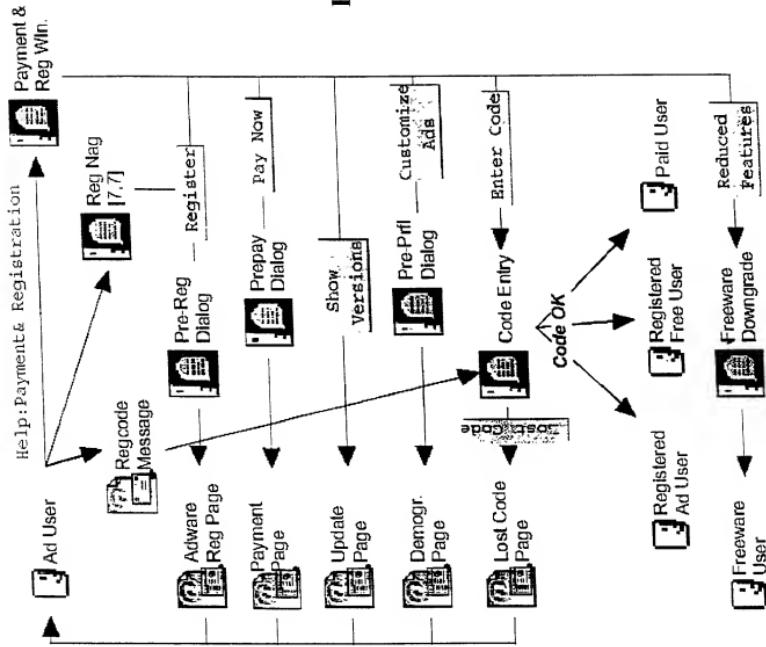


Fig. 5A

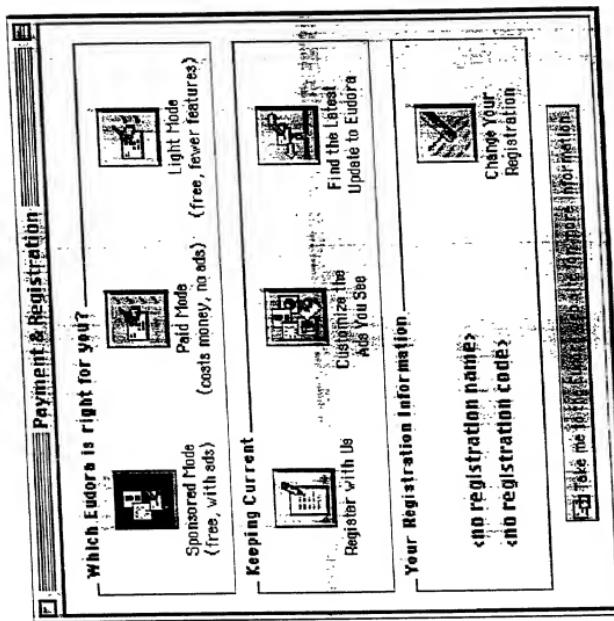


Fig. 5B

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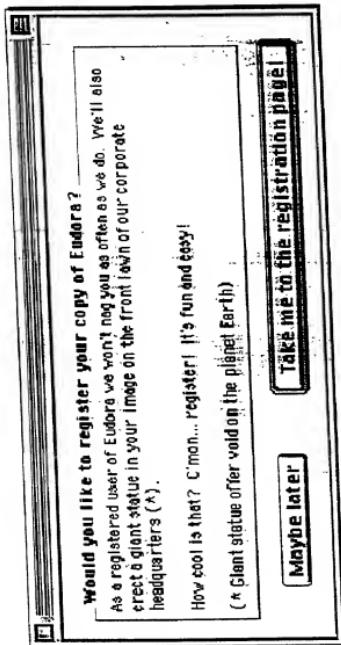


Fig. 5C

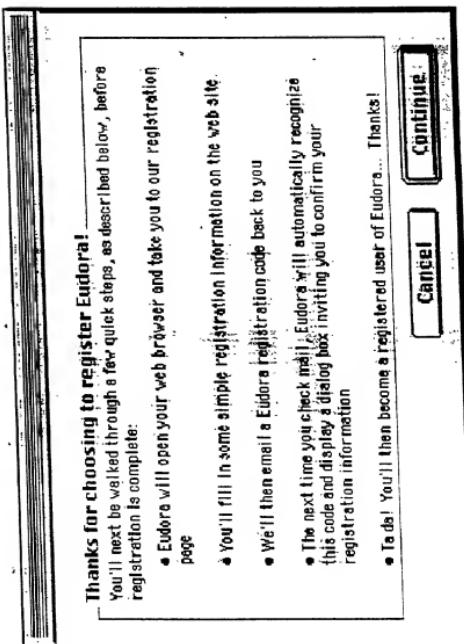


Fig. 5D

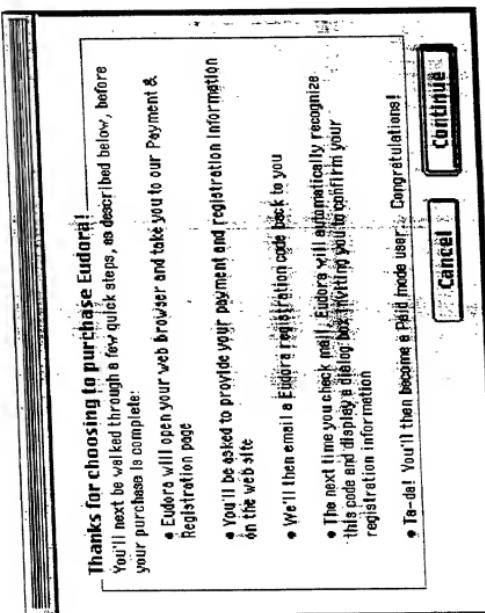


Fig. 5E

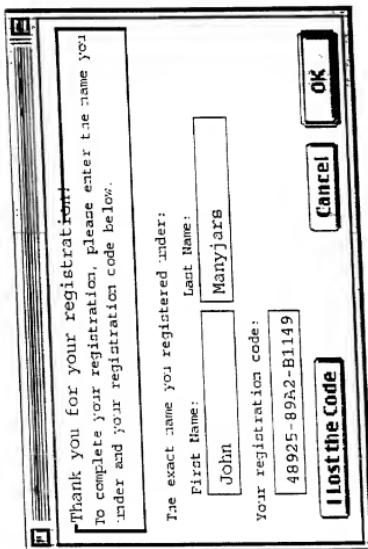


Fig. 5F

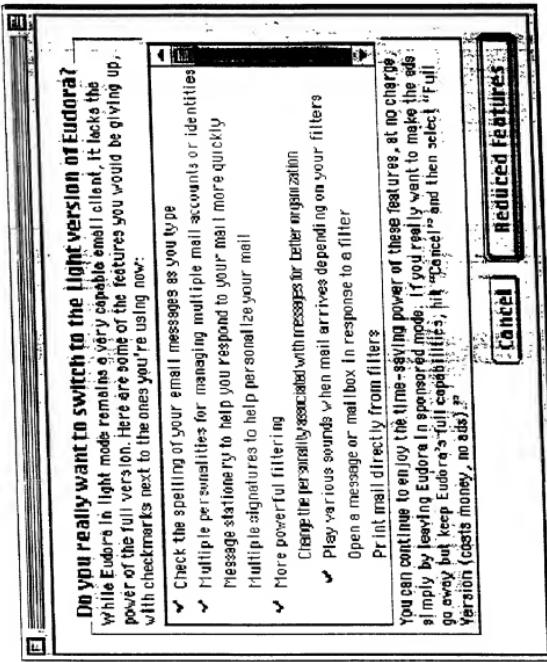
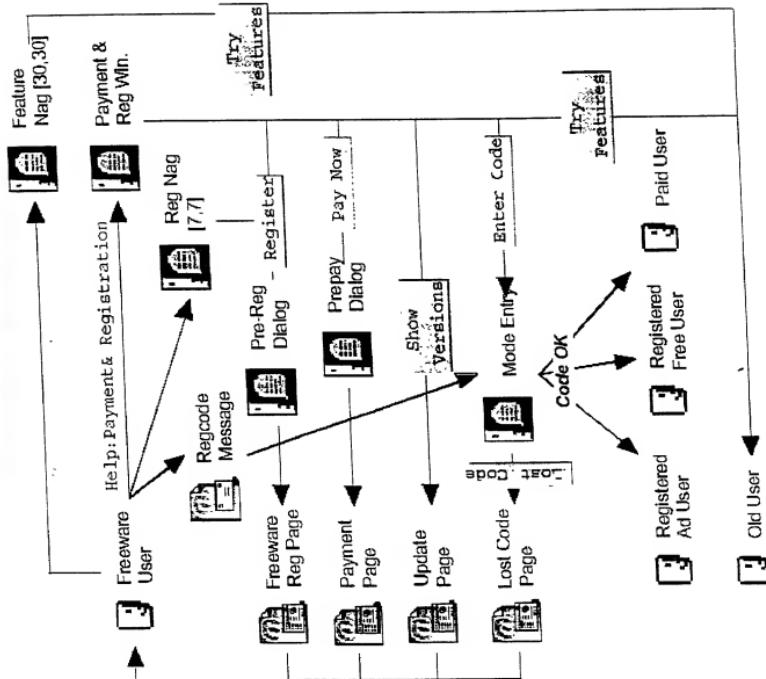


Fig. 5G

Fig. 6A



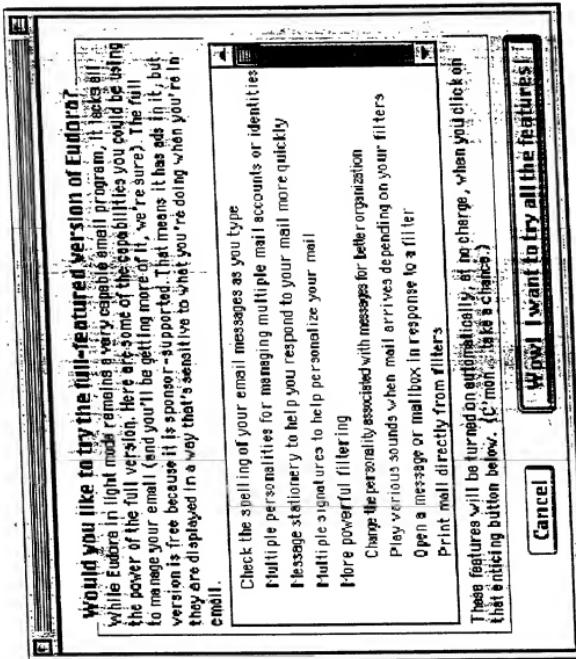


Fig. 6B

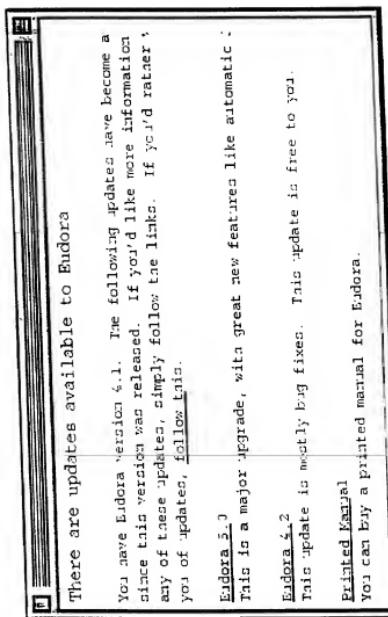


Fig. 7B

# LOGON SYSTEM

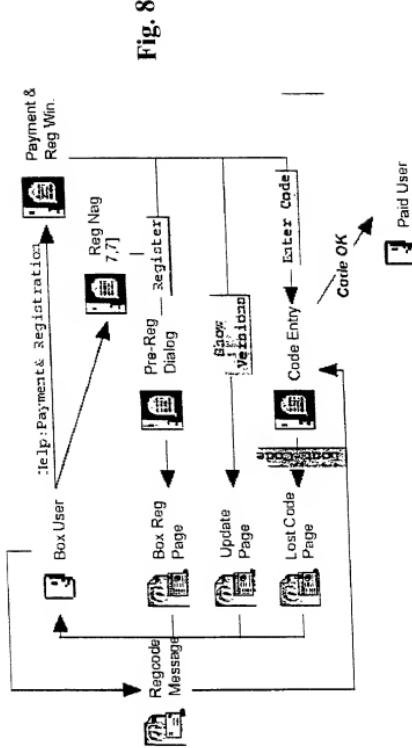


Fig. 8

# DOCUMENT SYSTEMS

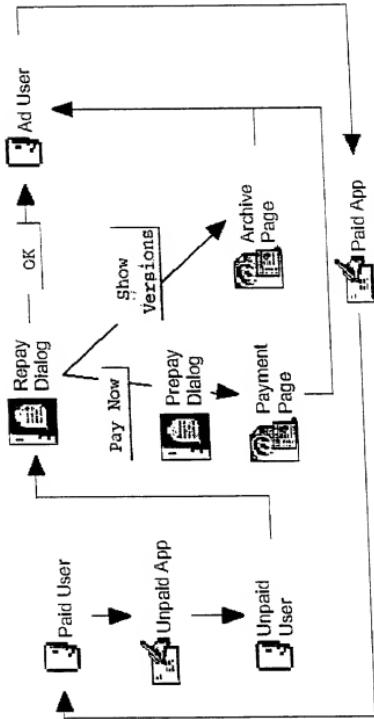


Fig. 9

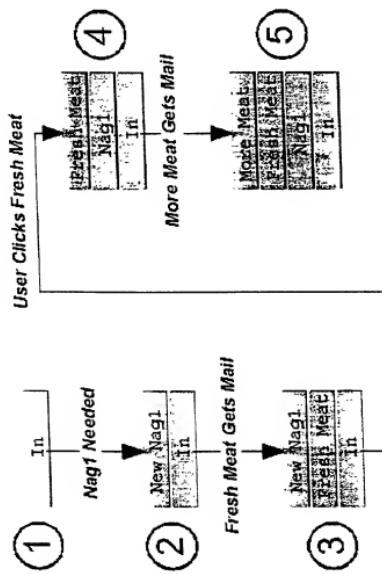


Fig. 10

## DOCUMENTS SCHEDULES

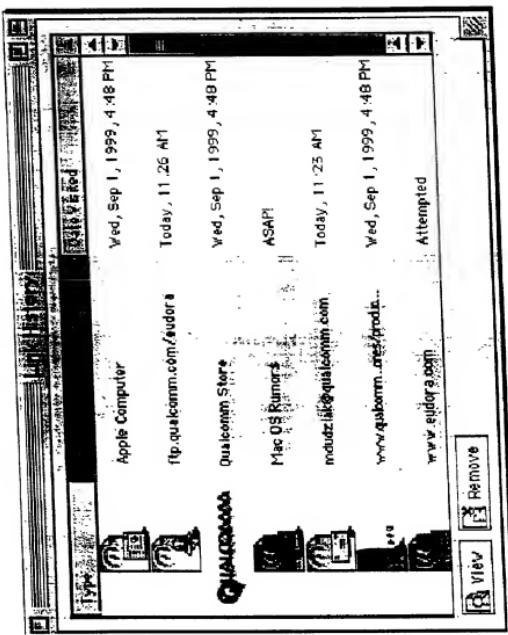


Fig. 12A

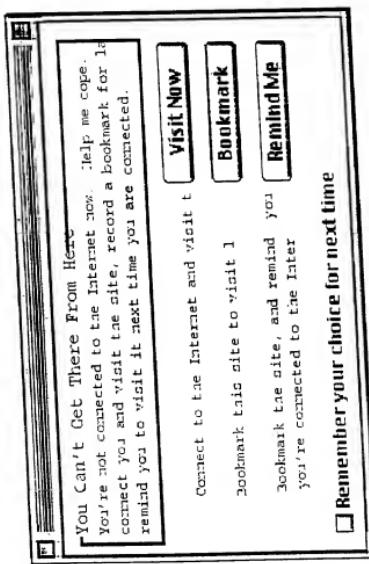


Fig. 12B

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Fig. 13A

Fig. 13B

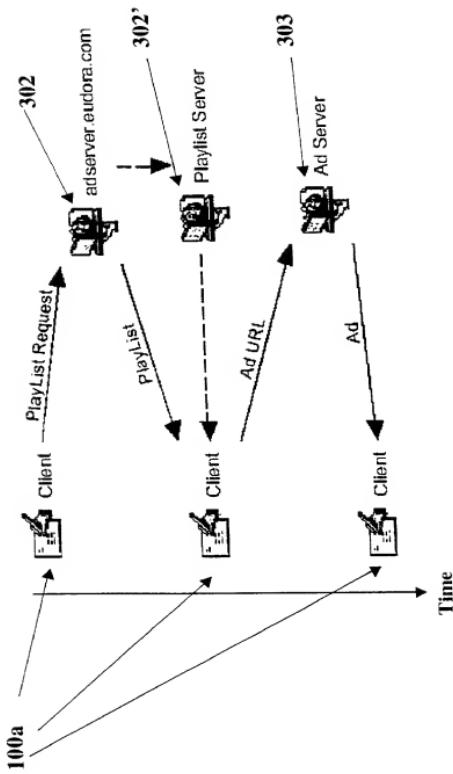


Fig. 14

```
//////////  
// Main ad scheduler  
ScheduleMain  
{  
    // Has a new day dawned?  
    Do CheckForNewDay  
    // Are we are within the current ad's showFor?  
    if ( ad.thisShowTime < ad.showFor )  
    {  
        // there is nothing to be done  
        return  
    }  
    // At this point, we know that we need a new ad  
    // Perform housekeeping tasks on the old one  
    Do AdEndBookkeeping  
    // Pop out of a block if all ads on par  
    if ( block isn't all playlists )  
    {  
        find ad with minimum ad.numberShown  
        if ( ad.numberShown >= blockGoal )  
            set block to all playlists  
    }  
    // If we are over our quota of regular ads for the day,  
    // look for a runout  
    if ( adFaceTimeToday > faceTimeQuota )  
    {  
        Do ShowARunout  
    }  
    else  
    {  
        Do ShowARegularAd  
    }  
}  
// end ad schedule main
```

Fig. 15A

```
||||||||||||||||||||||||||||||  
// We must perform certain tasks when the calendar day  
changes.  
CheckForNewDay  
(if ( the calendar day has changed )  
{  
// Perform housekeeping tasks on the ad currently showing  
Do StopShowingCurrentAd  
// Runout ads are charged for a full showFor if they've been  
shown  
// at all on a given day. Charge any runout ads if they've  
been  
// shown at all.  
for runout ads  
{  
if ( ad.thisShowTime > 0 )  
{  
ad.totalTimeShown += ad.showFor  
ad.thisShowTime = 0  
}  
}  
// Now, reset the counters for all ads to reflect the fact  
that  
// a new day has dawned.  
for all ads  
{  
ad.numberShownToday = 0  
}  
// Record yesterday's facetime  
// Might not literally be yesterday, be sure to use  
// whatever day the app was last run on  
set old current day's facetime to totalFaceTimeToday  
// and reset our global regular ad facetime counter  
adFaceTimeToday = 0  
totalFaceTimeToday = 0  
// if we were in a block, back out  
set block to all playlists  
}  
}  
// end CheckForNewDay
```

Fig. 15B

```
//////////  
// This function shows a runout ad, and if it  
// can't find one, goes to a rerun  
ShowARunout  
{  
    for runout ads  
    {  
        // has the ad been flushed?  
        if ( ad.flushed )  
            try next ad  
        // are we done showing this runout today?  
        if ( ad.numberShownToday > ad.dayMax )  
            try next ad // this one's used up for the day  
        // are we done showing this runout for ever and ever?  
        if ( ad.shownFor > ad.showForMax )  
            try next runout ad // this one's used up forever  
        // are we between the ad's start and end dates?  
        if ( ad.startDate < the current date < ad.endDate )  
            try next runout ad  
        // the ad is not supposed to run today  
        // do we actually HAVE the ad?  
        if ( ad has not been downloaded )  
        {  
            ask for ad to be downloaded  
            try next ad  
        }  
        // ok, we believe we should show this runout  
        // we are now in runout state  
        Do ShowAnAd  
        return  
    }  
    // if we haven't found a runout ad, we will go to "rerun"  
    state  
    Do ShowARerun  
}  
// end ShowARunout
```

Fig. 15C

```
///////////
// Rerun state. Look for a regular ad to rerun
ShowARerun
{
    for regular ads [ in current block ]
    {
        // has the ad been flushed?
        if ( ad.flushed )
            try next ad
        // is this ad recent enough to rerun?
        if ( ad.lastShownDate is older than returnInterval )
            try next ad
        // this one is too old to rerun
        // if in block, show ads only if it's their "turn"
        if ( ad.numberShownToday >= blockGoal )
            try next ad // need to find a friend in this block
        // are we between the ad's start and end dates?
        if ( ad.startDate < the current date < ad.endDate )
            try next ad
        // the ad is not supposed to run today
        // do we actually HAVE the ad?
        if ( ad has not been downloaded )
        {
            ask for ad to be downloaded
            try next ad
        }
        // ok, at this point we can show this ad, but because
        // we're in rerun, we don't keep the books
        Do ShowAnAd
        return
    }
    // if we get here, we have no ads to show. Punt.
    return
}
// end ShowARerun
```

Fig. 15D

```
//////////  
// Show a regular ad  
ShowARegularAd  
{  
for regular ads [ in current block ]  
{  
// has the ad been flushed?  
if ( ad.flushed )  
try next ad  
// are we done showing this ad today?  
if ( ad.numberShownToday > ad.dayMax )  
try next ad // this one's used up for the day  
// if in block, show ads only if it's their "turn"  
if ( ad.numberShownToday >= blockGoal )  
try next ad // need to find a friend in this block  
// are we done showing this ad for ever and ever?  
if ( ad.showFor > ad.showForMax )  
try next ad // this one's used up forever  
// are we between the ad's start and end dates?  
if ( ad.startDate < the current date < ad.endDate )  
try next ad  
// the ad is not supposed to run today  
// do we actually HAVE the ad?  
if ( ad has not been downloaded )  
{  
ask for ad to be downloaded  
try next ad  
}  
// ok, we believe we should show this ad  
// we are now in regular state  
Do ShowAnAd  
return  
}  
// If we get here, we have failed to find a regular  
// ad. Go to runout  
Do ShowARunout  
}  
// end ShowARegularAd
```

Fig. 15E

```
//////////  
// Perform necessary housekeeping when we're taking  
// down an ad  
AdEndBookkeeping  
{  
    // In rerun state, we don't do any bookkeeping  
    if ( in RerunState )  
        return;  
    // Account for at most ad.showFor seconds, provided  
    // we've shown the ad for at least ad.showFor seconds  
    // Note that this means we don't charge for time beyond  
    // ad.showFor seconds, which is important  
    if ( ad.thisShowTime >= ad.showFor )  
    {  
        ad.numberShownToday += ad.showFor;  
        ad.showFor++;  
        // we do NOT reset thisShowTime here, we do it in  
        // AdStartBookkeeping. It actually doesn't matter where  
        // we do it, provided we are careful NOT to do it for  
        // runout ads.  
    }  
}  
// end AdEndBookkeeping
```

Fig. 15F

```
//////////  
// Show an ad, including bookkeeping and block handling  
ShowAnAd  
{  
    // If the ad is in a block, notice that  
    if ( it's in a "block" playlist )  
    {  
        if ( not currently in a block )  
        {  
            find ad in block with minimum numberShown  
            make that our ad  
            set blockGoal to minimum numberShown+1  
        }  
        set current block to this playlist  
    }  
    // now do bookkeeping  
    Do AdStartBookkeeping  
    // and actually show it  
    Do DisplayThatAd  
}
```

Fig. 15G

```
//////////  
// Perform housekeeping when we put up an ad  
AdStartBookkeeping  
{  
// In rerun state, we don't do any bookkeeping  
if ( in RerunState )  
return  
// For regular ads  
if ( it's a regular ad )  
{  
ad.thisShowTime = 0  
ad.lastShownDate = now  
}  
}  
// end AdStartBookkeeping
```

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Fig. 15H

<b>Persistent Ads</b>			
<b>PlayList Request</b>	faceTime	Used to determine how much advertising to send to client	
	faceTimeLeft	Not used	
<b>PlayList Response ClientInfo</b>	reqInterval	Relatively large, one or more days	
	flush	Used. Single playlist completely specifies list of ads client should have	
<b>PlayList Response Scheduling Parameters</b>	showOrMax	Not used	

Fig. 16A

<b>Short-Lived Ads</b>			
<b>PlayList Request</b>	faceTime	Not used	
	faceTimeLeft	Used to determine how many ads client should receive	
<b>PlayList Response ClientInfo</b>	reqInterval	Not used instead client requests new playlist whenever ads 'run low.'	
	flush	Not used	
<b>PlayList Response Scheduling Parameters</b>	showOrMax	Used to determine how long an ad runs	

Fig. 16B

### Eudora doesn't seem to be getting ads.

For some reason, Eudora is unable to download new ads. Downloading and displaying ads is a requirement for this free full-featured version of Eudora. Please visit the Eudora web site for information about how to resume getting ads.

Invalid HTTP request (Error code: 503)

If ad downloading continues to fail, Eudora will eventually revert to the Light version which is less powerful.

[Take me to the Eudora web site](#)

Fig. 17A

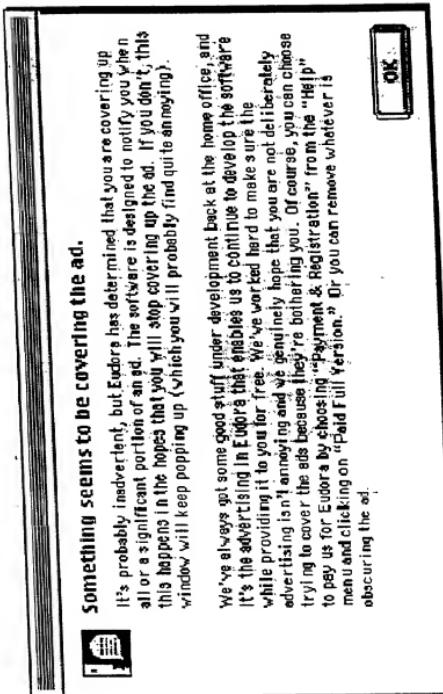


Fig. 17B

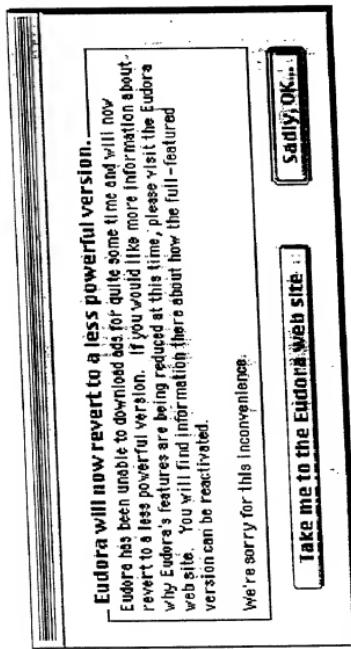


Fig. 17C

<p><b>We'd like to know how you use Eudora.</b></p> <p>In order to make Eudora work as well as possible, it's important that we know how people use it. We ask users for this information at random. Looks like it's your turn. If you're open to helping us this way, all you have to do is click "Generate Info" below, and a message will be created. You can review the contents of this message if you like, and then send it to us or not -- that's up to you.</p> <p><b>We value our privacy.</b> We're pretty sure you value yours. So we want you to know what we'll be collecting and give you a chance to eliminate anything you don't want to send. So simply uncheck the boxes next to any information you'd rather not send.</p> <p>Please understand that as soon as we receive your email, we will throw away the headers that identify the mail as coming from you. You see, we don't actually need to know who you are to find your information helpful. So we promise to protect your privacy and turn you into "just a number."</p>	<p><b>It's OK to transmit statistics regarding:</b></p> <ul style="list-style-type: none"> <li><input checked="" type="checkbox"/> Your Net/Eudora usage</li> <li><input checked="" type="checkbox"/> Eudora features you use</li> <li><input checked="" type="checkbox"/> Your demographic data</li> <li><input checked="" type="checkbox"/> Advertising information</li> <li><input checked="" type="checkbox"/> Non-personal settings</li> </ul>
<input type="button" value="Cancel"/> <input type="button" value="Generate Info"/>	

Fig. 18A

Fig. 19

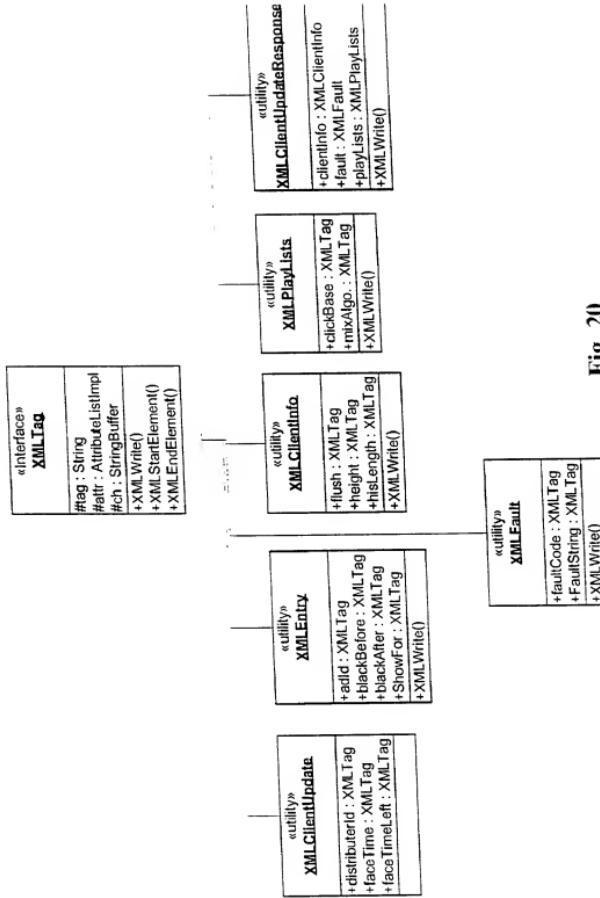


Fig. 20

- 8 The list of available ads advantageously can be built from the following query:  
`ads = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND AdType = 'A' AND AdStatus = 'A' AND ImpressionsServed < ImpressionsServed ASC");  
runOutAds = dbCon.prepareStatement("SELECT * FROM ads WHERE StartDate <= today AND endDate >= today + 30 AND AdType = 'R' AND AdStatus = 'A' AND ImpressionsServed < ImpressionsServed ORDER BY ImpressionsServed ASC");`
- 8 The time required to deliver the ads advantageously can be calculated in the following manner.

```
FaceTimeLeftForToday [seconds] = faceTime[today] - faceTime[usedToday]
(Comment: Face time left for today is the number of seconds the servlet can use to deliver special ads today.)  

predictFaceTime [seconds] = SUM(faceTime[tomorrow], faceTime[tomorrow + 1], ..., faceTime[tomorrow + reqInterval])
(Comment: Predict face time is the number of seconds the servlet predicts the user is going to have.)
```

(Comment: Goal show time left [seconds] = predict face time - faceTimeLeft  
 goal show time left [seconds] = predict face time - faceTimeLeft  
 (Comment: Goal show time left is the number of seconds that the software provider needs to fill with ads.)

Fig. 21 A

```

* Targeting
    while (faceTimeLeft > 0) {
        if (ad is not in the history) {
            select ad [according to target]
            faceTimeLeft -= ad.showFor
        }
        next ad
    }

    while (Goal.showTimeLeft > 0) {
        if (ad is not in the history) {
            select ad [according to target]
            goal.showTimeLeft -= ad.showFor
        }
        next ad
    }

```

Default values:  
 reqInterval = 1 day.  
 faceTime = 30 minutes  
 faceTimeQuota is ?  
 histL.length = 31 days

Fig. 21B

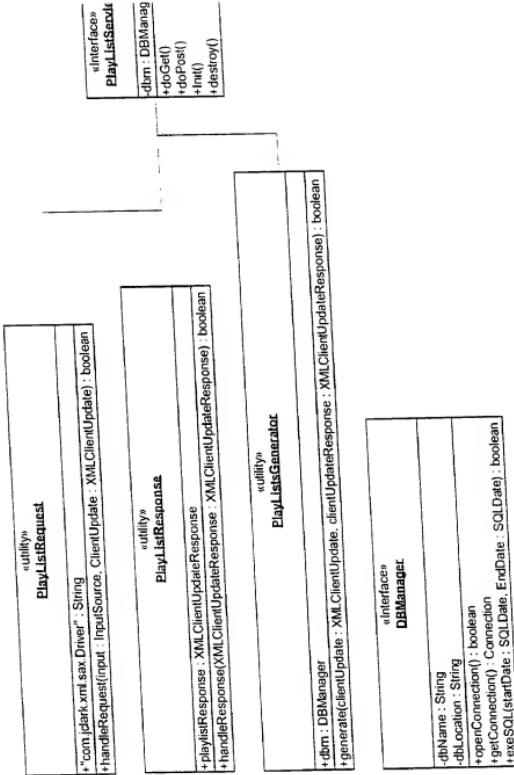
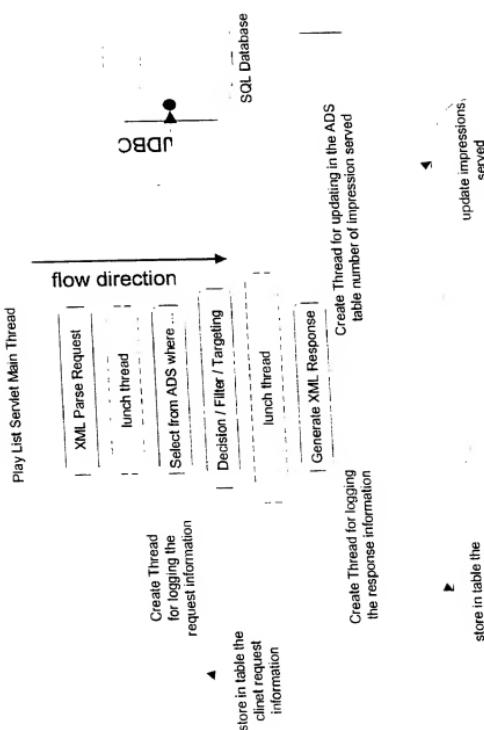


Fig. 22

**Fig. 23**